INTERACTIVE

MUSIC GAME™

CD-ROM

THE **FUN** AND CHALLENGING WAY TO LEARN ABOUT MUSIC!

AN ADVANCED MULTIMEDIA PRODUCTION

Microforum®

The Music Game CD

Installation Guide And User's Manual

Thank you for purchasing the Music Game CD, a fun and challenging multimedia game that will help you learn about music. We hope that it will bring you many hours of learning and entertainment. Before you start, however, please take a few moments to read this manual.

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System Requirements

The Music Game CD requires the following hardware and software in order to run smoothly:

·Windows® 3.1 or later

You should have at least 8 MB of virtual memory installed for Windows®.To check your virtual memory under Windows, from the Main window click on the Control Panel icon and click on the 386 Enhanced icon, then press ALT + V for virtual memory. Make sure that the type is permanent memory, and that you are using 32-bit access. For more information, check your Windows® manual.

·386DX or better Computer System (486SX or Better Recommended)

If you have a 386SX system, the program will still work but at a much slower speed.The full-motion video may lose too many frames and appear extremely "choppy".

Minimum 4 MB of RAM (8 MB or Higher Recommended)

·Windows Compatible Sound Card

To make sure that your sound card is properly installed under Windows®, you should hear a sound when you load Windows® 3.1. If you have never heard any sound in Windows® please refer to your sound card manuals.

·CD-ROM Drive

A CD-ROM drive with at least 350 Ms access time or less is recommended.A slower CD-ROM drive may also work, but the quality of the full-motion video might be poor. Also, make sure that you have the latest or fastest software driver installed for your CD-ROM (please refer to your CD-ROM installation manual).

·SVGA Card

Your SVGA card should be set up under Windows® with a resolution of 640x480 with 256 colors.The application will work even if you have a 16 color display; however, the quality and color of the graphics and video will appear washed out.To change your SVGA display driver under Windows®, please refer to your SVGA and Windows® manuals.

Installing The Music Game

Installing the Music Game CD is a relatively simple process. Just run the SETUP.EXE program located in the root directory of your Music Game CD-ROM.The SETUP program will copy a few very small files to your hard disk and create an icon group in Program Manager.Follow the steps outlined below to install the Music Game:

1. Load Windows®.
2. From the main menu of Program Manager, select the File menu and then select the Run option.
3. In the Command Line Box, enter the letter of your CD-ROM drive followed by the SETUP.EXE file name.For example, if your CD-ROM drive is E:, enter E:\SETUP.EXE and then click the OK button.
4. The setup program will ask you what drive letter contains the Music Game source files. Just click your mouse over the Continue button.

5. By default, the Music Game files will be copied to C:\MUSICGAM. Once again, just click your mouse over the Continue button.

Installing the Run-Time Version of Microsoft Video For Windows®

Since the Music Game CD uses full-motion video, it is necessary to install the run-time version of Microsoft Video for Windows®.If you do not install the run-time version of Microsoft Video for Windows® the Music Game CD will not work properly!

NOTE: If Microsoft Video for Windows is already installed on your system, please skip the following steps.

1. From the main menu of Program Manager, select the File menu and then select the Run....option.

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2. In the Command Line Box enter the letter of your CD-ROM drive followed by the \WINVIDEO\SETUP.EXE file name. For example, if your CD-ROM drive is E:,enter E:\WINVIDEO\SETUP.EXE and then click the OK button.

3. Accept all the default prompts that the Video for Windows installation program displays.

IMPORTANT

The Music Game CD-ROM features Context Sensitive help.At any time during the game you can get help by pressing the F1 key.

Object Of The Game

The winner is the first player to go around the keyboard and arrive back at the "Start/Finish" corner.Each player moves his/her pawn on the white keys, colored keys (not black keys) and CHANCE Corners, after correctly answering the questions in the 6 Musical Categories.

Simple Overview

Objective

The winner is the first player to move around the keyboard and arrive back at the "Start/Finish" corner.

The Game Board

Safety Zone

On the first seven (gray) keys, a player cannot be bumped (see Switching)

Switching

Except in the Safety Zone, a player who lands on another player's key "bumps" that player back to the key he or she came from (Only one player can occupy a key).

Colored Keys

There are four sets of 2 "colored" keys.When a player lands on one of these keys, he or she immediately moves forward or backward to the other key of the same color.

Chance Corners

When a player lands on one of the 3 "Chance Corners", he or she automatically receives a card from the Chance Pile and is appropriately moved FORWARDS or BACKWARDS.

Question Cards

The roll of the die determines which category (set) is used.

The cards in each of the 6 sets are numbered 1-72 for easy step-by-step learning.

The first card (01) in each set is a "Free Move" card and is shown and read aloud to all players.The computer will form a stack of Free Move cards for each player.The player who received the Free Move card can use it to buy a move later (see Free Move Cards).

The second card (02) in each set is answered by the player.The player then moves the number of keys indicated on the card and the die.More Free Move buying cards appear every four or five cards in each set.They are used as above.

Mastercards

There are 6 Mastercards that correspond to the 6 question card Musical Categories.They are used during the commencement of the game to provide further information (if necessary) to help players answer the questions.

Play

The game takes between 30 minutes and 1 hour to play, depending on the level of knowledge or competitiveness, or the number of the players.

About 5 to 12 cards will be used out of the 6 categories in the course of one game. Therefore, 15 to 20 games may be played before the cards (72) are used up.This will be equivalent to about six months of music lessons!

A lot of competitive fun can be enjoyed by ANY combination of age groups at ANY level of musical knowledge.EVERYONE can play together --ANYONE can win.

The Musical Categories

1.MUSICAL NOTES
Musical Notes have the letter names of the Musical Alphabet.The Musical Alphabet is made up of the first 7 letters of the alphabet, which repeat over and over.

2.MUSICAL WORDS
Musical Sentences and Words help us to remember the names of the lines and spaces of the staffs.

3.MUSICAL MATH
Musical Math is made up of notes and rests with different time values.
Time Values show the length of notes or rests and are in beats.

4.MUSICAL SIGNS
Musical Signs are the language of music.
Notes show sound in music.
Rests show silence in music.
Time Signatures show time in music.

5.MUSICAL RHYTHM
Musical Rhythm is the way music moves and flows. It is like the ticking of a clock it has a steady beat.Notes and rests make up rhythm.

6.MUSIC MAKERS
Instruments of the Orchestra belong to 4 different families: Strings, Woodwinds, Brass, and Percussion.

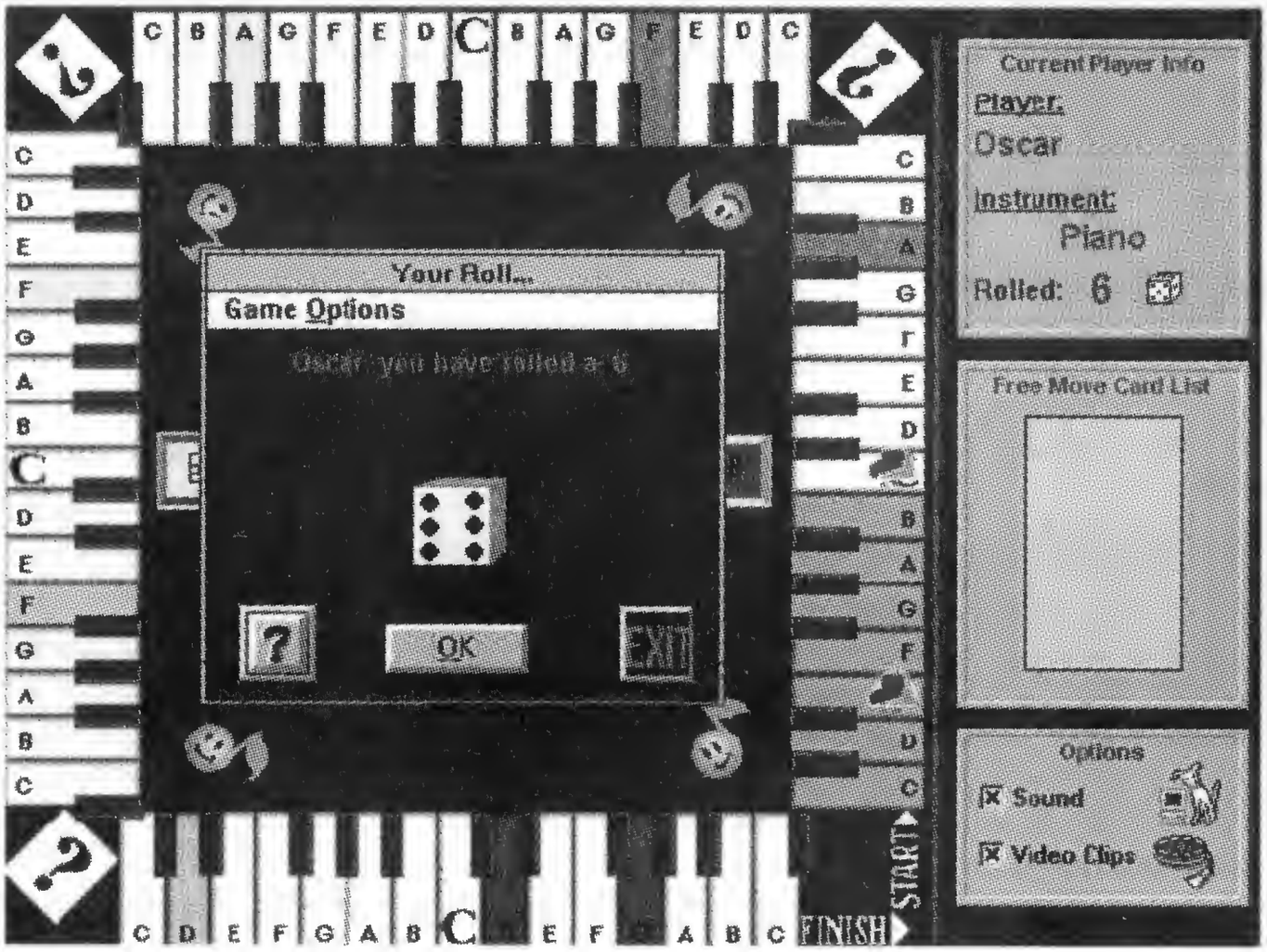
Composers are musicians who write music.Much of the Master Composers' music written after 1700 is well known and often played today.

Mastercards

For each of the 6 Musical Categories there is a corresponding Mastercard®.

- These Mastercards give the parent or teacher an excellent overview of what their child is learning, or can be used by the player who needs a little extra help.
- Children can play this game on their own, with parents knowing that their child's musical education is being strongly reinforced with excellent supplementary learning tools, regardless of which musical instrument they are studying.

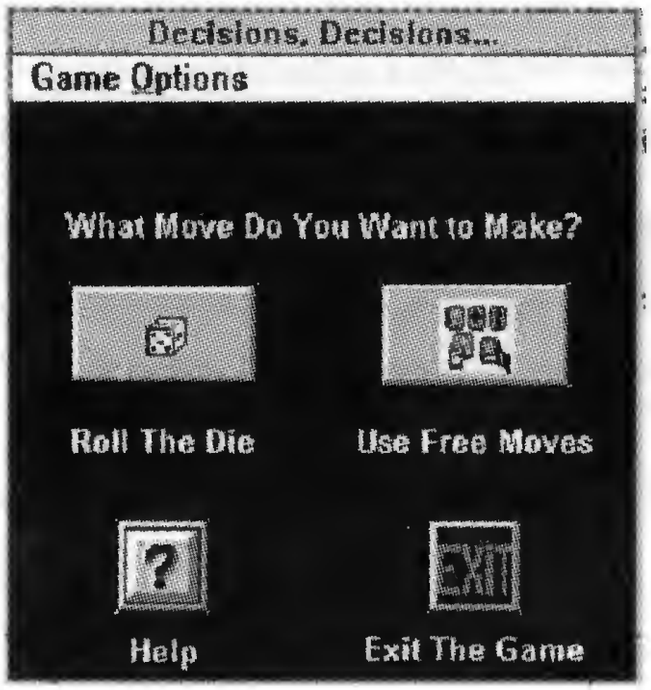
The Game Board



- The first seven gray-colored keys represent the Safety Zone.All remaining keys are white or colored keys.
- Each corner contains a question mark which represents a Chance Corner.

·Question Cards and all other dialog boxes are displayed in the center of the game board.

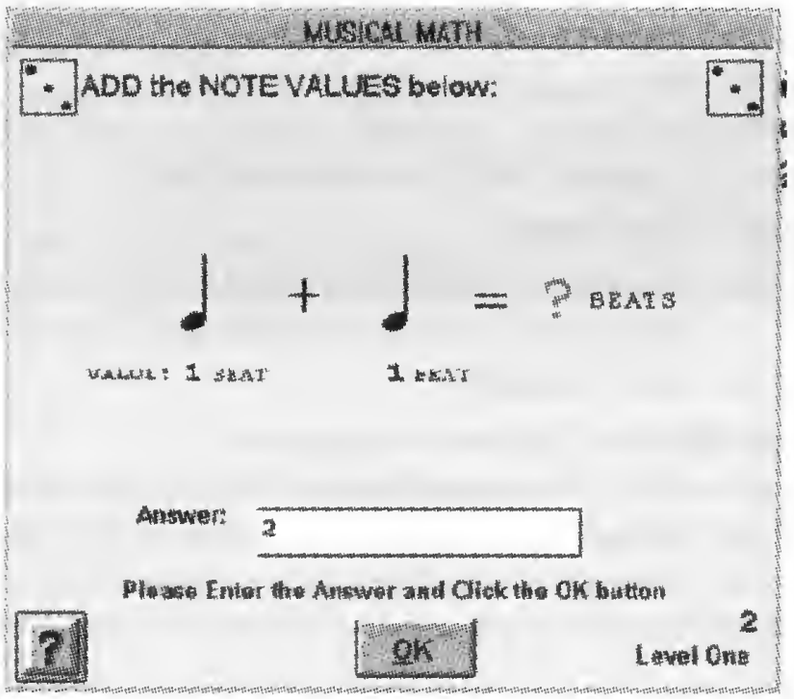
Rolling The Die



This dialog box appears when it is your turn.You have the option of rolling the die, using Free Move cards or exiting the game.

NOTE: If you have no Free Move cards left, the "Use Free Move Cards" button will not appear.

Question Cards



In the same turn (after reading the Free Move card's information), the player then reads the next question and attempts to answer it and the Bonus Point question (if there is one).

- If the player answers correctly, he or she is moved according to the number rolled (plus a Bonus Point if applicable).
- A player does not roll again after answering a question correctly.

Bonus Point

A BONUS POINT question is sometimes presented after a Question Card.

A player must plan his or her moves carefully BEFORE deciding to answer both the category question and BONUS POINT question. After attempting to answer the category question, and BEFORE checking the answer, the player either:

1. Decides to try for the BONUS POINT also, or
2. Purposely answers the BONUS POINT question incorrectly, to avoid landing on an 'undesirable' key (see Moves and Strategy), or
3. Passes the BONUS POINT question on to the next player.That player may answer it for the BONUS POINT or may pass it on to the next player to answer etc., BEFORE the next roll of the die and normal order of play continues.
4. Whichever player answers the BONUS POINT question correctly moves ahead 1 extra key.

Free Move Cards

Each Musical Category begins with a FREE MOVE 'information' CARD.Each FREE MOVE CARD contains basic information, introducing the next 3 or 4 question cards.

- FREE MOVE CARDS are kept for future use.
- The FREE MOVE CARDS are found throughout each category, and are identified by the bottom line .e.g. "MOVE 2 WHITE KEYS."
- A player may collect as many FREE MOVE CARDS as possible and can use one or more added together to 'buy' the number of key moves required instead of rolling the die.
- A player must decide whether or not to 'buy' BEFORE rolling the die.
- A player cannot roll the die, answer the question and use FREE MOVE CARDS in the same turn.
- When a player 'buys' key moves, the computer forms a pile of 'used' cards.
- The number of white or colored keys (not black keys) or Chance Corners a player may move or BUY is shown at the bottom of the card.

It Is Now The Next Player's Turn

The player may roll the die and answer a Question Card, or use Free Move cards instead.If the player answers a question correctly, he or she is moved ahead.If Free Move cards are used, the player is advanced according to the number of free moves selected.

Moves And Strategy

Only one pawn can occupy a key at a time, except when in the SAFETY ZONE.Once a player's instrument leaves the SAFETY ZONE, strategy becomes important:

·Safety Zone

The first 7 beige keys (C to B) to the right of the Start corner represent the Safety Zone.This is the only area where 2 or more players can occupy the same key.This gives players a chance to get off to a good start.

· Only one pawn can occupy a key at one time, except when in the Safety Zone.

· Once a player's instrument leaves the Safety Zone, strategy becomes important:

· The Switch

When a player lands on another player's key (except in the Safety Zone) he or she must always "switch" keys."The Switch" pushes a player back to the "moving" player's starting position, and can happen on any key including the Colored Keys and Chance Corners.

· Colored Keys

When a player lands on a colored key, he or she immediately jumps ahead or falls back to another key of the same color.

·If another player is already on that key, then "The Switch" must take place.

·The Wave

When a player lands on another player's key, a sequence of moves may happen. This "wave" reaction always starts with "The Switch", followed by the particular situation that the "switched" player finds him or herself in:

· Either he or she might, in turn, force another Switch, or he or she might move back or ahead if landing on a colored key, or he or she may get a chance card and force more moves! (More than one player can move in a player's turn).

·Chance Corners

When a player lands on one of the 3 CHANCE corners, he or she automatically receives a card from the CHANCE pile and is appropriately moved FORWARD or BACWARD.

Winning The Game

To win the game, a player must roll the exact number of keys required to land on the Start/Finish Corner. The player must either roll the die and answer the corresponding category Question Card correctly, or he or she can "buy" the move with one or more Free Move Cards.

A Special Note To Parents & Teachers

THE MUSIC GAME is designed to support existing music texts and educational materials.

It is not necessary to know anything about music to play this game.

One of the great features of THE MUSIC GAME is that parents of children playing the game can now learn, participate in, and monitor their child's musical growth, and perhaps even discover aptitudes or interests they or their child may have without having any previous knowledge of music.

IMPORTANT!

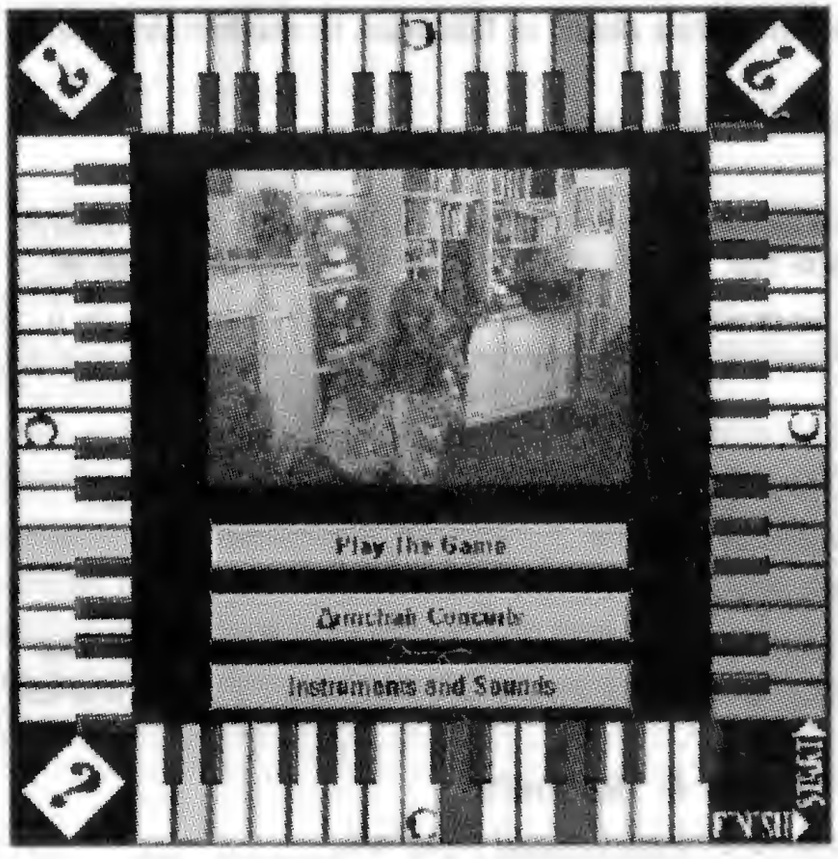
The Music Game CD-ROM features Context Sensitive help.At any time during the game, you can get help by pressing the F1 key.

Launching the Music Game CD

To launch the Music Game CD, double click your mouse over the Music Game CD Icon in Program Manager.

The Music Game CD will start by playing a short animated introduction followed by a personal introduction by either Oscar Peterson or Liona Boyd.Once the introductions are done, you are presented with the options noted below.

Welcome to the Music Game



This screen gives you three options. You can go straight into the music game or first enjoy some entertainment with Armchair Concerts or Instruments and Sounds. Click your mouse over any of these three buttons:

Play The Game

This option will take you straight into the Music Game itself (see Starting the Game below).

Armchair Concerts

This option takes you into a virtual theater where you can watch video concert footage of Oscar Peterson, Liona Boyd and the Canadian Brass!

Instruments and Sounds

This option allows you to audition the sounds of the instruments of the orchestra.

Startup Screen

When you start the game you are presented with a Startup Options dialog box. You can use this dialog box to select one of three ways to start the game.

Brand New Game - Cards are Reset
This option starts a new game where all Question Cards are set to the first card. The game will start after each player has entered their name.

New Game from Last Set of Cards
This will start a new game, but the Question Cards will begin where the last game ended.This means that if you were approximately half-way through the card stacks in the last game, the new game's card stacks will be set accordingly.Every time you exit The Music Game CD the computer will save the indexes for each set of cards.

Load Previous Game
This option allows you to restore a previously saved game from disk. If you select this button a file dialog box will allow you to select a saved game file.The game will start from where the game was saved.

Music Game Options

The startup options dialog box is displayed when starting a new session of The Music Game.The user can select options to enable/disable Audio, enable/disable Full-Motion Video, select the number of players or choose to play against the computer.

Sound
Click the mouse over this box to enable or disable audio. If the box contains the letter X, audio is enabled.

Video Playback
Click the mouse over this box to enable or disable Full-Motion Video.If the box contains the letter X, Full-Motion Video is enabled

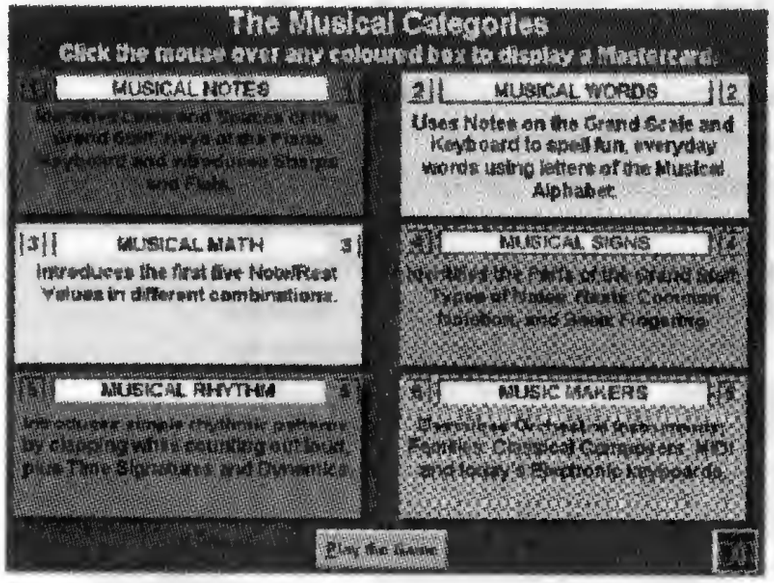
Play Against Computer
Click the mouse over this box to play against the computer. If this box contains the letter X the computer opponent is enabled.

- Only one player can play against the computer.
- The computer has three skill levels: Beginner, Intermediate and Expert.

Select Number of Players

Click the mouse over the Up or Down arrows to increase or decrease the number of players in a game.The minimum number of players is 2 and the maximum is 4.

The Musical Categories


The Musical Categories
Click the mouse over any coloured box to display a Mastercard.
MUSICAL NOTES
MUSICAL WORDS
Uses Notes on the Grand Scale and Keyboard to spell fun, everyday words using letters of the Musical Alphabet.
MUSICAL MATH
Introduces the first five Note/Rest Values in different combinations.
MUSICAL SIGNS
MUSICAL RHYTHM
MUSIC MAKERS
Play the Game

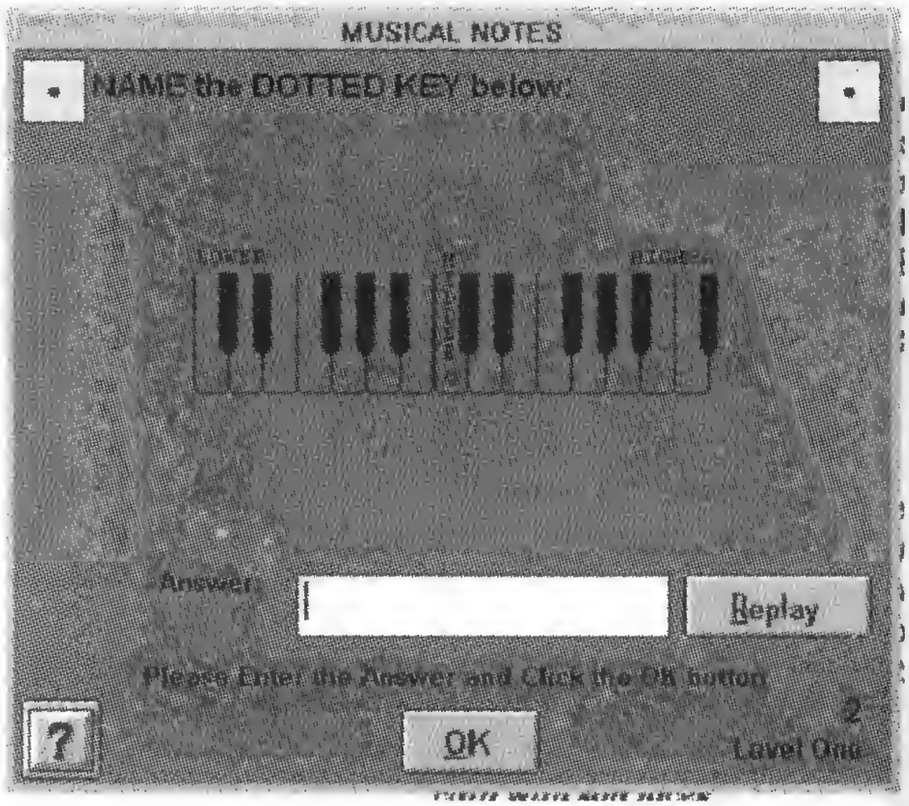
This screen allows you to view all the Mastercards in the game (see Mastercards).Any Mastercard® may be viewed by clicking your mouse in the appropriate box. When you are done viewing the Mastercards, click your mouse over the Play the Game button.

Entering Player Information

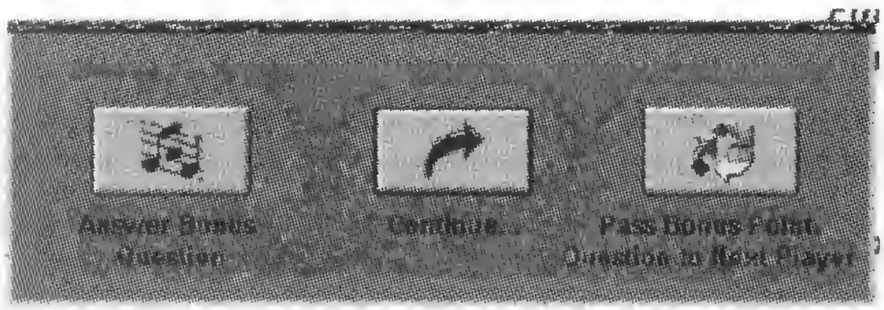
Use this dialog box to enter your name and select your musical instrument. Select any one of the musical instruments displayed in the Choose Your Instrument menu by clicking the mouse over an instrument name.

The instrument you choose is the one that you will hear when answering questions. Your selection of musical instrument also determines which animated character will represent your pawn.

How to Answer The Questions



To answer a question carefully read the question and type your answer inside the white box.Click the OK button or press the Enter key when done. Your spelling must be accurate as The Music Game will not correct your spelling!
If you answered correctly, computer will applaud your answer and display the answer card with happy faces.If you answered incorrectly, the. computer will scold you card with sad faces.



NOTE:Some cards have a Bonus Point that the current player can answer or pass to the next player.If a card has a Bonus Point, two extra buttons are displayed.The first button allows you to answer the Bonus Question, and the other button allows you to pass the Bonus Question to the next player.

How To Use Free Move Cards

Whenever you decide to use one or more Free Move cards, this dialog box will be displayed.The column on the left represents your available Free Move cards and the column on the right represents the Free Move cards that you have selected for the current turn.Free Move cards can be transferred from one column to the other.

Free Moves
Select free move cards that you wish to use by clicking the mouse over the right and left pointer icons.
Your Stack of Free Move Cards
Selected Free Move Cards
2
1
Total: 2
Total: 1
?
Accept Choices

- To transfer a Free Move card from the left column to the right column, click the mouse over the Right pointing button.
- To transfer a Free Move card from the right column to theleft column, click the mouse over the Left pointing button.
- Click your mouse over the Done button when you are done selecting Free Move cards.

Quitting the Music Game

Whenever you quit The Music Game from the Game Board screen, you are asked if you want to save the game to disk.If you answer "Yes," the computer will save the current game status to disk. The names and selected instruments of all players, pawn positions, as well as Free Move cards and card stack settings are saved to disk.

- The next time you start The Music Game CD you are given the option of loading a previously saved game from disk.

Playing Against The Computer

The Music Game CD has an option that allows you to play against the computer.The computer will automatically play its turns.There are three skill levels that the computer opponent can assume:

· Beginner
The computer will not use any special moves and strategies such as free move cards, jumps or switches.There is a 20% probability that the computer will not answer a question correctly.

·Intermediate
The computer will use some special moves and strategies such as free move cards. There is a 10% probability that the computer will incorrectly answer a question.

· Expert
The computer will attempt to use all special moves and strategies such as free move cards, jumps and switches.The computer will always correctly answer a question.

Wave Audio

When starting the game you have the option of enabling or disabling audio.Sound effects occur during animations, switches, colored keys, chance corners and when answering questions.If you disable the audio option, no sound effects will be heard during game play.

· Game Questions With Audio
Some of the Music Game's questions feature audible playback of the sheet music displayed on the question card. For example, if the card displays the notes F, A, C and E, the game will play those notes using the current player's selected instrument (e.g. piano, guitar or violin).If you want to hear the music again, press the Replay button.

· Problems With Audio
If you do not hear any audio, this usually indicates a problem with your audio driver or hardware. You can troubleshoot most audio problems as follows:

1. Make sure all audio cables are connected.
2. If your audio card has a volume control, set it to maximum.
3. Re-install the Windows audio driver that came with your sound card.

If step 3 does not work, you may need to contact the manufacturer of your audio card to obtain the latest Windows drivers.

Please refer to your sound card manual for other suggestions.

Full-Motion Video

Full-motion video clips are played at various times throughout the game.On most MPC compatible systems the video quality should be acceptable.If you do not see any video or you experience problems, you can troubleshoot most problems as follows:

· No Full-Motion Video Whatsoever

In most cases this is a result of failing to install the run-time version of Microsoft Video for Windows that was included on The Music Game CD.You can manually install the run-time version of Video for Windows by running the SETUP.EXE program located in the \WINVIDEO directory of The Music Game CD.

·Video Playback Appears Slow or Choppy

In many cases, this is a result of using a relatively slow CPU such as a 386SX or 386DX (a 486SX-25 or higher is recommended).Other factors include low memory (under 4 megabytes) and slow video drivers.There are some solutions that you can attempt without changing your hardware.In order to optimize video playback on your system you should:

1.Make sure The Music Game CD is the only active Windows application.

2.Switch your video driver to 256 colors at 640x480 resolution.

3.If you are using DOS 6.0 or later, run the MEMMAKER.EXE program to maximize the amount of memory available to Windows®.

4. Add more RAM to your system.4 megabytes is the practical minimum for multimedia applications, 8 megabytes or more is ideal.

· Problems With Local Bus Video Cards

Some local bus video cards may experience problems when attempting to play video files in 256 color mode.Symptoms include crashes and dropping to a DOS prompt. Should these symptoms occur, the following solutions should work:

1.Change your Windows video driver to 65 thousand color mode.

2.Change your Windows video driver to 24 million color mode.

3.Change the resolution of your Windows driver to 640x480 or 800x600.

Please consult the manual that was shipped with your local bus video card for further instructions.

Speed Issues

In many cases slowness results from using a relatively slow CPU such as a 386SX or 386DX (we recommend a 486SX-25 or higher).Other factors include low memory (under 4 megabytes) and slow video drivers.There are some solutions that you may attempt without changing your hardware.In order to optimize performance on your system you can:

1.Make sure The Music Game CD is the only active Windows application.

2.Switch your video driver to 256 colors at 640x480 resolution.

3.If you are using DOS 6.0 or later, run the MEMMAKER.EXE program to maximize the amount of memory available to Windows.

4 Add more RAM to your system.4 megabytes is the practical minimum for multimedia applications, 8 megabytes or more is ideal.

5.Use the SMARTDRV.EXE Disk Caching program.

Single And Double Spin CD-ROM Drives

The Music Game allows you to select between Single and Double Spin CD-ROM drives for optimal video playback.Selecting the Double Spin option will yield higher quality video playback.Please select the CD-ROM drive type that is installed in your system.

Some first generation CD-ROM drives are too slow for practical multimedia playback.The suggested minimum CD-ROM specification is a sustained data transfer rate of 150 kilobytes-per-second (Single Spin) with an access time of 350 milliseconds or less.Optimal performance will be achieved by using a Double Spin CD-ROM drive.

·Single Spin
Select this option if your CD-ROM drive has a data transfer rate of 150 kilobytes per second (150 KBS).Many first generation CD-ROM drives are single spin.

·Double Spin
Select this option if your CD-ROM drive has a data transfer rate of 300 kilobytes per second (300 KBS) or higher. You should also select this option if your CD-ROM drive is Triple Spin (3x) or Quadruple Spin (4x).

Note:
·If you are not sure which CD-ROM drive type is installed in your system, select the Single Spin option.

· If the full-motion video playback appears to lose too many frames, restart The Music Game and select the Single Spin option.

Credits

Origional Game Invention and Design
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Tina Fischer

Computer Game Invention and Design
Pete Dodd
Robert Faucher

Software Design and Programming
Robert Faucher

Audio-Visual Materials
Robert Faucher
Bob Sahota

Graphics
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Mark Carney
Steve Mast

Videography
Concord Productions

Music Clips
Peter Roeleveld

Producers
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Paul Weissman

Special Thanks To
Oscar Peterson
Liona Boyd
The Canadian Brass
Young Einsteins

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